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CANCEL CLAIMS 1 – 22

23. A speech outputting game machine, comprising:

a plurality of phrase databases each corresponding to predetermined condition and

each storing a plurality of command data including at least one or more commands

representing a plurality of phrases some of which are related and equally appropriate for a

specified predetermined condition, at least a first database having stored therein phrases

in the voice of a first person and at least a second database having stored therein phrases

in the voice of a second person ;

switching means for switching from one of said first and second databases to the

other of said first and second databases;

processing means for selecting a phrase database corresponding to a

predetermined condition when said predetermined condition is satisfied during the

progress of the game, for selecting a specific command data based on predetermined

procedures among the plurality of command data stored in the selected phrase database,

and for outputting one of a plurality of alternative related phrases based on the command

included in the selected specific command data; and

a speech output device for outputting a speech based on the phrase output from

said processing means, whereby different ones of said plurality of alternative related

phrases may be generated upon the occurrence of the same condition during the progress

24. A speech outputting game machine according to claim 23, wherein said processing means selects one command data at random among said plurality of command data stored in the selected phrase database.

25. A speech outputting game machine according to claim 23, wherein said processing means suspends the output of said phrase data according to the phrase suspension command included in said specific command data.

26. A speech outputting game machine according to claim 23, wherein said command data includes a blank command for designating an interval between a first phrase data based on a first command and a second phrase data based on a second command; and

wherein said processing means outputs said second phrase data after outputting said first phrase data and after a period designated by said blank command has lapsed.

27. A speech outputting game machine according to claim 23, wherein said command data includes a wild card command; and

wherein said processing means determines and outputs phrase data based on said game progress for the wild card command included in said predetermined command.

28. A speech outputting game machine according to claim 23, wherein the command data stored in said first phrase database includes a jump command for designating a second phrase database; and

CANCEL CLAIMS 29 – 38

39. A speech outputting game machine, comprising:

a plurality of phrase databases each corresponding to predetermined condition and each storing a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition;

processing means for selecting a phrase database corresponding to a predetermined condition when said predetermined condition is satisfied during the progress of the game, for selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and for outputting one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

a speech output device for outputting a speech based on the phrase output from said processing means, whereby different ones of said plurality of alternative related phrases may be generated upon the occurrence of the same condition during the progress of the game, said processing means uses said second phrase database according to replacement conditions designated by a player and the language of said first phrase

database being different from the language of said second phrase database.

40. A speech outputting game machine according to claim 23, wherein said processing means uses said second phrase database according to replacement conditions designated by a player.

41. A speech outputting game machine according to claim 39, wherein said processing means uses said second phrase database according to replacement conditions designated by a player.

42. A speech outputting game machine according to claim 23, wherein said switching means changes over from one of said databases to the other of said upon the occurrence of a predetermined event.

43. A speech outputting game machine according to claim 39, wherein said processing means uses said second phrase database according to replacement conditions designated by a player.

44. A speech outputting game machine according to claim 42, wherein said processing means uses said second phrase database according to replacement conditions designated by a player.